

AMHL 2009-2010 Playoff Format/Rules

CALL UPS

- 1) **Goalies:** Novice teams must use a substitute goalie from their team. Atom teams may use a substitute goalie from another Atom team or from their own team. Pee wee, Bantam, and Midget must call up a goalie from the division below. Goalie call-ups may only be utilized for absence due to vacation, illness or injury.
- 2) **Players:** In light of the number of families who vacation on March Break, teams may call-up players to fill in for players missing on the **LAST WEEKEND OF MARCH BREAK ONLY**. This is to ensure that March Break vacations have a minimal impact on teams in Quarter Final, Wildcard and Semi Final rounds. Call-up provisions:
 - a) Call ups must be major players of the division below.
 - b) If you are replacing a major player, call ups must be of the same or lower draft round (i.e. if you are replacing a 3rd round major on your team, you may use a 3rd, 4th, 5th round major etc. to replace him.)
 - c) If you are replacing a minor player, call ups must be a minimum of one round lower (i.e. if you are replacing a 1st round minor on your team, you may use a 2nd, 3rd, 4th round major to replace him).
 - d) Call up requests must be emailed to your divisional convenor 1 week prior to allow time to provide you with the eligible call up list. As 1 week notice minimum is required, this call-up player provision is only to cover off March Break vacation requirements. Player who are sick last minute are ineligible to be replaced by call-ups.
 - e) Call-ups **MUST** maintain all game and practice commitments with their original team in order to be eligible to be called up.
 - f) **Midget**– call-ups may be used at anytime during the playoffs providing you are unable to ice 10 skaters. If the 10th skater from your team shows up and you have a call-up in attendance, the call-up is ineligible to skate.

ROUND ROBIN FORMAT (Novice, Atom, Bantam, Midget)

- 3) Regular round robin format (each team plays every other team once)
- 4) Home team determined by higher ranking during final regular season standings.
- 5) Round Robin games will be a regular win/loss system (2 points for a win, 1 point for a tie, and 0 points for a loss).
- 6) Round Robin games will consist of 2 x 10 minute stop time periods, and a third balance of hour run-time period. The third period will be stop time for the last two minutes, regardless of score.
- 7) There will be no time outs permitted during Round Robin play.
- 8) **Novice**
 - a) The top two seeded teams after the Round Robin receive a bye to the Semi Final round.
 - b) The bottom four seeded teams after the Round Robin proceed to a Quarter Final round.
- 9) **Atom**
 - a) The top three seeded teams after the Round Robin receive a bye to the Semi Final round.
 - b) The bottom four seeded teams after the Round Robin proceed to a Wildcard round.
- 10) **Bantam**
 - a) The top two seeded teams after the Round Robin receive a bye to the Semi Final round.
 - b) The bottom four seeded teams after the Round Robin proceed to a Quarter Final round.
- 11) **Midget**
 - a) All 4 teams proceed to semi-final round. 1st place after round robin plays 4th place and 2nd place plays 3rd place. Playoff round begins February 21st.

DOUBLE ROUND ROBIN FORMAT (Pee wee)

- 12) Teams will be split into Pool A & Pool B based upon regular season standings.
- 13) Pool A: Team 1, 4, 5, 8. Pool B: Team 2, 3, 6, 7

- 14) Double round robin format (each team plays every other team in their pool twice).
- 15) Home team determined by higher ranking during final regular season standings.
- 16) Round Robin games will be a regular win/loss system (2 points for a win, 1 point for a tie, and 0 points for a loss).
- 17) Round Robin games will consist of 2 x 10 minute stop time periods, and a third balance of hour run-time period. The third period will be stop time for the last two minutes, regardless of score.
- 18) There will be no time outs permitted during Round Robin play.
- 19) All teams proceed to a Quarter Final Round, Quarter Final seedings determined based upon Double Round Robin results.

ROUND ROBIN & DOUBLE ROUND ROBIN TIE BREAKERS

- 20) If tied in points after round robin play or double round robin play, the following tie breakers are implemented, in order, until a winner is determined:
 - a) Most wins during Round Robin. If still tied;
 - b) Head-to-head game result of the two tied teams during Round Robin. If still tied;
 - c) Goal differential ratio during Round Robin. If still tied;
 - d) Top seeded team after Regular Season Play. If still tied;
 - e) Coin toss

WILDCARD ROUND (Atom)

- 21) Based upon ranking after the Round Robin, the 4th place team plays the 7th place team and the 5th place team plays the 6th place team. Both are one-game regular win/loss format, winner moves on, loser is eliminated.
- 22) Home team determined by higher seeding in Round Robin.
- 23) Wildcard games will consist of 2 x 10-minute stop time periods and a 3rd balance of hour LESS 5 minutes. Home team is the higher seeded team from Round Robin play.
- 24) There will be no time outs permitted during the Wildcard games.
- 25) If tied after regulation time, a 4-minute, 4 on 4 sudden death overtime will be played. It will consist of two 2-minute run-time shifts. At the end of the 1st 2-minute shift, timekeeper is to ring the buzzer. Faceoff will be at the closest faceoff circle, at the referee's discretion. No player on any team may play both shifts. A player may only be substituted during the 2-minute shift if he is injured and unable to complete the shift. A player removed due to injury may not return to play in sudden death play. The player replacing him may not play a second shift. If still tied after sudden death, a shoot-out will be implemented.
- 26) During 4 on 4 shifts, penalties will result in a reduction of a player on the penalized team. In the event that the penalty situation would result in a 2-man advantage, the offending team will lose one player and play 3 man, and the non-offending team will gain a player and play 5 man to arrive at a 2-man advantage. Rule that no player may play twice before every player plays once must be taken into consideration when adding a player to the ice in this situation.
- 27) Winners of the two Wildcard games face off against each other to vie for the last Semi Final spot. The final Wildcard game is also a one-game regular win/loss format, winner moves on, loser is eliminated.

QUARTER-FINAL ROUNDS (Novice, Bantam)

- 28) Based upon ranking after the Round Robin, the 3rd place team plays the 6th place team and the 4th place team plays the 5th place team. Both are a one-game regular win/loss format, winner moves on. Loser is eliminated in Bantam. In Novice, losers in Quarter Final games proceed to an exhibition game.
- 29) Home team determined by higher seeding in Round Robin.
- 30) Quarter Final games will consist of 2 x 10-minute stop time periods and a 3rd balance of hour LESS 5 minutes. Home team is the higher seeded team from Round Robin play.
- 31) There will be no time outs permitted during the Quarter Final games.
- 32) If tied after regulation time, a 4-minute, 4 on 4 sudden death overtime will be played. It will consist of two 2-minute run-time shifts. At the end of the 1st 2-minute shift, timekeeper is to ring the buzzer. Faceoff will be at the closest faceoff circle, at the referee's discretion. No player on any team may

play both shifts. A player may only be substituted during the 2-minute shift if he is injured and unable to complete the shift. A player removed due to injury may not return to play in sudden death play. The player replacing him may not play a second shift. If still tied after sudden death, a shoot-out will be implemented.

- 33) During 4 on 4 shifts, penalties will result in a reduction of a player on the penalized team. In the event that the penalty situation would result in a 2-man advantage, the offending team will lose one player and play 3 man, and the non-offending team will gain a player and play 5 man to arrive at a 2-man advantage. Rule that no player may play twice before every player plays once must be taken into consideration when adding a player to the ice in this situation.

QUARTER FINAL ROUNDS (Peewee)

- 34) Based upon ranking after the Double Round Robin, the 1st place team plays the 4th place team and the 2nd place team plays the 3rd place team in their respective pool (i.e. no pool cross-over in Quarter Final Round). Both are one-game regular win/loss format, winner moves on. Loser is eliminated.
- 35) Home team determined by higher seeding in Round Robin.
- 36) Quarter Final games will consist of 2 x 10-minute stop time periods and a 3rd balance of hour LESS 5 minutes. Home team is the higher seeded team from Round Robin play.
- 37) There will be no time outs permitted during the Quarter Final games.
- 38) If tied after regulation time, a 4-minute, 4 on 4 sudden death overtime will be played. It will consist of two 2-minute run-time shifts. At the end of the 1st 2-minute shift, timekeeper is to ring the buzzer. Faceoff will be at the closest faceoff circle, at the referee's discretion. No player on any team may play both shifts. A player may only be substituted during the 2-minute shift if he is injured and unable to complete the shift. A player removed due to injury may not return to play in sudden death play. The player replacing him may not play a second shift. If still tied after sudden death, a shoot-out will be implemented.
- 39) During 4 on 4 shifts, penalties will result in a reduction of a player on the penalized team. In the event that the penalty situation would result in a 2-man advantage, the offending team will lose one player and play 3 man, and the non-offending team will gain a player and play 5 man to arrive at a 2-man advantage. Rule that no player may play twice before every player plays once must be taken into consideration when adding a player to the ice in this situation.

SEMI-FINAL ROUNDS

- 40) Semi-final games are a one-game regular win/loss format, winner moves on, loser is eliminated.
- 41) **Novice** – 1st place after round robin plays winner of 4th vs. 5th quarter final game. 2nd place after round robin plays winner of 3rd vs. 6th quarter final game.
- 42) **Atom** - 1st after round robin plays winner of Wildcard Round. 2nd after round robin plays 3rd after round robin.
- 43) **Peewee** – Quarter Final winners within each pool play each other for the semi final games (no Pool crossover until Championship game).
- 44) **Bantam** – 1st place after round robin plays winner of 4th vs. 5th quarter final game. 2nd place after round robin plays winner of 3rd vs. 6th quarter final game.
- 45) **Midget** – 1st place after round robin plays 4th place, 2nd place after round robin plays 3rd place.
- 46) Home team determined by higher seeding in Round Robin.
- 47) Semi Final game will consist of 2 x 10-minute stop time periods and a 3rd balance of hour LESS 6 minutes.
- 48) Each team permitted 1 x :30 second timeout during the Semi-Final games.
- 49) If tied after regulation time, a 4-minute, 4 on 4 sudden death run-time overtime will be played. It will consist of 2 2-minute shifts. At the end of the 1st 2-minute shift, timekeeper is to ring the buzzer. Faceoff will be at the closest faceoff circle, at the referee's discretion. No player on any team may play both shifts. A player may only be substituted during the 2-minute shift if he is injured and unable to complete the shift. A player removed due to injury may not return to play in sudden death play. The player replacing him may not play a second shift. If still tied after sudden death, a shoot-out will be implemented.
- 50) During 4 on 4 shifts, penalties will result in a reduction of a player on the penalized team. In the event that the penalty situation would result in a 2-man advantage, the offending team will lose one

player and play 3 man, and the non-offending team will gain a player and play 5 man to arrive at a 2-man advantage. Rule that no player may play twice before every player plays once must be taken into consideration when adding a player to the ice in this situation.

CHAMPIONSHIP GAME ALL DIVISIONS

- 51) Championship game is a one-game regular format, winner takes all. Each team will be permitted 1 x :30 second time out during the Championship Game. Game will consist of :10, :10, :12 stop time periods. Home team determined by higher seeding in Round Robin.
- 52) If tied after regulation time, a 6-minute, 4 on 4, sudden death overtime will be played. It will consist of three 2-minute run-time shifts. At the end of each 2-minute shift, timekeeper is to ring the buzzer. Faceoff will be at the closest faceoff circle, at the referee's discretion. No player on any team may play more than one shift. A player may only be substituted during a 2-minute shift if he is injured and unable to complete the shift. A player removed due to injury may not return to play in sudden death play. The player replacing him may not play a second shift. If still tied after sudden death, a shoot-out will be implemented.
- 53) Penalties during sudden death will be :90 in length.
 - a) During 4 on 4 shifts, penalties will result in a reduction of a player on the penalized team. In the event that the penalty situation would result in a 2-man advantage, the offending team will lose one player and play 3 man, and the non-offending team will gain a player and play 5 man to arrive at a 2-man advantage. Rule that no player may play twice before every player plays once must be taken into consideration when adding a player to the ice in this situation.
 - b) In the event of a penalty being served by the addition of a player to a team (i.e. in 4 on 4 and 3 on 3 scenarios), if the penalty ends during live play, the offending player will stay in the box until the next whistle, and the non-offending team will continue to have an additional player on the ice until the next whistle.

SHOOT OUT RULES

- 54) Home team will have the choice of shooting first or second.
- 55) Goalie must be the goalie that was on the ice during the overtime period.
- 56) Each team must submit to the designated official on-site, prior to the start of the game, a list of their players, in the order they wish them to shoot in a shoot-out. Every player on the game sheet must be listed, with no duplications or omissions. No shooter may shoot twice until all shooters on the team have been utilized, in the order indicated on the list.
- 57) In the event one team has a shorter bench than the other team, the team with the shorter bench will duplicate players from within the bottom 4 of their team to match shooter numbers. I.E. Team A has 13 skaters, Team B has 15 skaters. Team B lists their 15 skaters in order they wish them to shoot. Team A lists their 13 skaters, and skater 14 and 15 will be repeat shooters, which team A can choose from either shooter # 10, 11, 12, 13.
- 58) Referee will place puck at centre ice for each shooter.
- 59) Goalie may not leave the crease until the shooter touches the puck.
- 60) Shooters must take their shot on the initial forward stride in to the goaltender. While dekes are permitted, dekes must occur during the shooter's forward momentum (i.e. shooter cannot come to a full stop nor can he move backwards once his forward momentum has commenced). Shooter forfeits the shot if they do not take it prior to crossing the goal line (i.e. no wrap arounds permitted), and may not score on a rebound.
- 61) Each team will begin with the first 3 shooters from the list. One shooter from each team will shoot on the opposing goalie, alternating one team at a time. Most goals after 3 shooters wins. For the Championship game only, each team will begin with 5 shooters and most goals after 5 shooters wins. If still tied after 3 shooters in any Wildcard, Quarter Final, or Semi Final game, or after 5 shooters in any Championship game;
- 62) Shoot out becomes sudden death, and teams alternate with the remaining shooters on the list, in order. Game is over when one shooter scores when the corresponding shooter on the other team does not. In the event that a team uses all shooters on the list and the tie is not broken, they will work through the list again, from 1st to last shooter in order on the list, until the tie is broken.

FAIR PLAY RULES

- 63) Every player must be rotated equally throughout every period. Convenors are at liberty to have the referees assess a bench minor penalty to any team not adhering to the fair play rule. In the event that penalties and power plays skew player rotations, coaches are required to juggle their lines to ensure that ice is evenly distributed. Examples:
- a) Player A receives a penalty and is in the penalty box for 2 minutes, and plays one less shift than anyone on the bench as a result. His lost ice time is deemed to be due to a transgression of game play rules, and not of the fair play rule, therefore no bench penalty. Player is not required to receive extra time to compensate for his lost time.
 - b) Player B plays 1 shift in a 10 minute period, coach is in contravention of the fair play rule, bench penalty may be assessed.
 - c) Player C plays 2 shifts in a 10 minute period, but coach has pulled him off the ice after :30 each time. 1 minute in play over a period would clearly be a contravention of the fair play rule, bench penalty may be assessed.
 - d) Team A has 3 sets of forwards and 2 sets of defence, therefore every defenceman plays extra shifts. This is not considered a transgression of the fair play rule, as four defencemen are normative in this player structure.
 - e) Team B has 14 players and goes with 2 defensive pairs, 4 sets of wingers, and rotates 2 centres. Coach should have gone with 5 defensemen, 3 sets of forwards. At no time should there be 4 in a rotation. Coach would be in contravention of the fair play rule, bench penalty may be assessed.
 - f) Team C begins rolling their lines halfway through the 3rd period so that in rotation, the top line is on the ice for the last shift. All rolled lines have received relatively even ice time over the course of the period. Coach is not in contravention, therefore no bench penalty.
 - g) Team D skips a line to put the top line out in the last 2 minutes. Coach would be in contravention of the fair play rule, bench penalty may be assessed.

All regular OMHA and AMHL rules not stipulated in these playoff rules are still in effect.

Any issue arising not covered by the OMHA, AMHL or these playoff rules will be determined by the designated convenor at the time the issue arises, or in their absence, the referee.

A REMINDER THAT FAIR PLAY ICE TIME APPLIES DURING ALL PLAYOFF GAMES